SERIOUS GAMING
COMPONENTS



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SERIOUS GAME COMPONENTS TO BE CONSIDERED AND DETERMINED DURING DESIGN PROCESS

SCENARIO	Story line of the game, describing the starting condition and boundaries of the game
EVENTS	Information emerging during the game which impacts the game dynamics and flow
ROLES	Game roles, with their specific positions, objectives, responsibilities, tasks, constraints
DECISIONS	Role specific decisions, their sequence, relationship to options and decisions of others
SEQUENCE	Pre-game and post-game activities required for meeting the game objectives
CYCLES	Cyclicality structure of the game, the flow of activities, and their time constraints
STEPS	Role specific steps of play that players are expected to follow during the game run
DATA	Data and information assisting players in making and evaluating their decisions
MODELS	Quantitative and/or qualitative models used to process participants decisions
ACCOUNTING	Process and tools for recording players decisions and providing feedback
INDICATORS	Specific products of the accounting system which will serve as performance indicators
RULES	Fixed rules which govern play and which players must observe during the play
POLICIES	Rules of play that players can add, discard, or change during the game by themselves
FORMAT	Description of the physical and/or digital form and style properties of the game
SYMBOLS	Artefacts or symbols that will be attributed substantive meaning during the game
PARAPHERNALIA	Various materials that are required for running and playing the game



THANK YOU

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